ADVENTURE

ADVENTURE 'B'

"ADVENTURE 'B' (INCA TREASURE)

ADVENTURES are games in which you explore and discover strange new worlds without leaving the comfort of your chair. The computer will act as your puppet, eyes and other senses. You instruct the computer using short sentences usually verb noun and providing the computer understands it will obey your command. If the computer does not understand then try re wording the command.

In each location you may find objects which you can manipulate and use in further locations to help you progress on your adventure. When entering your command you may use the RUBOUT key to erase any letters.

The game is written in machine code. The programme is saved with a game 'ADVENT' but it is simpler to load by the LOAD "" command.

In this ADVENTURE you find yourself in a South American Jungle near an ex jet, undisturbed INCA Temple. Inside this temple you will find lots of treasure, your aim is still to get out with as much treasure as you can. Beware do not let greed be your downfall. Your adventure is complete when you have returned to the jungle clearing with treasure. The highest score to date for treasure is 3200 points.

As this adventure is very large the programme also has cassette routines with which you can load and save a game at any stage.

To save the game you QUIT the game. The computer then asks, if you want to save the game. If you reply 'Y' the computer will display the READY CASSETTE, now start your cassette player on RECORD and hit any key. The game takes 2 seconds to save.

To play a previously stored game when you run the programme you are asked if you wish to restore a previously stored game. If you answer 'Y' the computer again displays READY CASSETTE. You then cue up your tape press play on your cassette and hit any key. The game will then continue from where you last left it.

GOOD LUCK !!!

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